



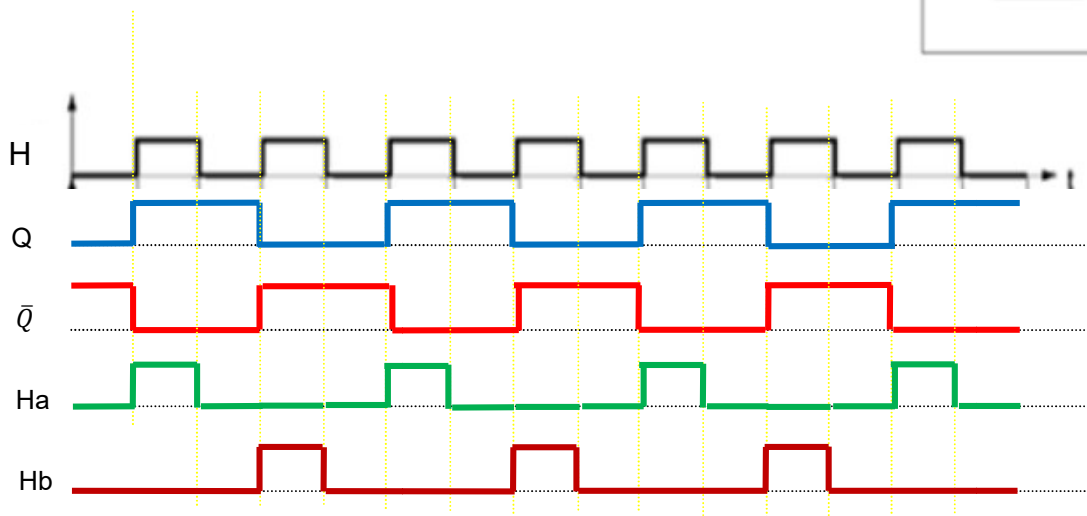
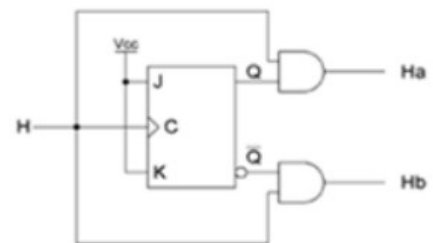
**8. In a synchronous counter, the flip-flops are:**

- a) Triggered by independent input signals  
**b) Triggered by the same clock signal**  
 c) Triggered asynchronously  
 d) Always of a different type (T, D, JK)

**Exercise 2: (04 points)**

From this figure, complete the below chronogram:

**(1 point for each correct chronogram: Q,  $\bar{Q}$ , Ha and Hb)**

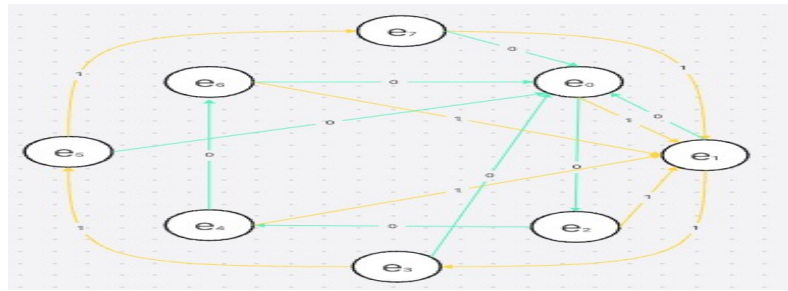
**Exercise 3: (06 points)**

You are tasked with designing a synchronous counter that operate based on the control input S, as indicated in the table below:

Value of S	Counter Sequences
S=0	0→2→4→6→0
S=1	1→3→5→7→1

The counter uses a 3-bit binary representation for its states. The following rules must be followed:

- The counter must correctly transition between states in the given sequence for each value of S.
  - If the initial state is invalid (does not belong to the sequence defined by S), the counter should automatically transition to the first valid state of the corresponding sequence.
- Draw the Finite State Machine (FSM) for the counter, indicating the transitions between states for S=0 and S=1. **(1point)**



2. Calculate the minimum number of flip-flops required to represent these states.

The number of flip-flops is 3 (0.25 point)

3. Complete a state transition table indicating the current state, the next state for each value of S, and the outputs of the D flip-flops. (1 point)
4. Derive the excitation equations for the D flip-flops.

Inputs				Next states			D flip-flops		
S	Q <sub>2</sub>	Q <sub>1</sub>	Q <sub>0</sub>	Q <sub>2</sub> <sup>+</sup>	Q <sub>1</sub> <sup>+</sup>	Q <sub>0</sub> <sup>+</sup>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>
0	0	0	0	0	1	0	0	1	0
0	0	0	1	0	0	0	0	0	0
0	0	1	0	1	0	0	1	0	0
0	0	1	1	0	0	0	0	0	0
0	1	0	0	1	1	0	1	1	0
0	1	0	1	0	0	0	0	0	0
0	1	1	0	0	0	0	0	0	0
0	1	1	1	0	0	0	0	0	0
1	0	0	0	0	0	1	0	0	1
1	0	0	1	0	1	1	0	1	1
1	0	1	0	0	0	1	0	0	1
1	0	1	1	1	0	1	1	0	1
1	1	0	0	0	0	1	0	0	1
1	1	0	1	1	1	1	1	1	1
1	1	1	0	0	0	1	0	0	1
1	1	1	1	0	0	1	0	0	1

$$D_2 = \sum(2, 4, 11, 13) \text{ (0.25 point)}$$

$$= \bar{S}\bar{Q}_2Q_1\bar{Q}_0 + \bar{S}Q_2\bar{Q}_1\bar{Q}_0 + \bar{S}\bar{Q}_2Q_1Q_0 + \bar{S}Q_2\bar{Q}_1Q_0$$

$$D_1 = \sum(0, 4, 9, 13) \text{ (0.25 point)}$$

$$= \bar{S}\bar{Q}_2\bar{Q}_1\bar{Q}_0 + \bar{S}Q_2\bar{Q}_1\bar{Q}_0 + \bar{S}\bar{Q}_2Q_1Q_0 + \bar{S}Q_2Q_1Q_0$$

$$D_0 = \sum(8, 9, 10, 11, 12, 13, 14, 15) \text{ (0.25 point)}$$

$$= \bar{S}\bar{Q}_2\bar{Q}_1\bar{Q}_0 + \bar{S}\bar{Q}_2\bar{Q}_1Q_0 + \bar{S}\bar{Q}_2Q_1\bar{Q}_0 + \bar{S}\bar{Q}_2Q_1Q_0 + \bar{S}Q_2\bar{Q}_1\bar{Q}_0 + \bar{S}Q_2\bar{Q}_1Q_0 + \bar{S}Q_2Q_1\bar{Q}_0 + \bar{S}Q_2Q_1Q_0$$

5. Simplify the excitation equations using Karnaugh maps.

Q <sub>1</sub> Q <sub>0</sub> \ SQ <sub>2</sub>	00	01	11	10
00				
01				
11	1	1	1	1
10	1	1	1	1

$$D_0 = S \text{ (0.5 point)}$$

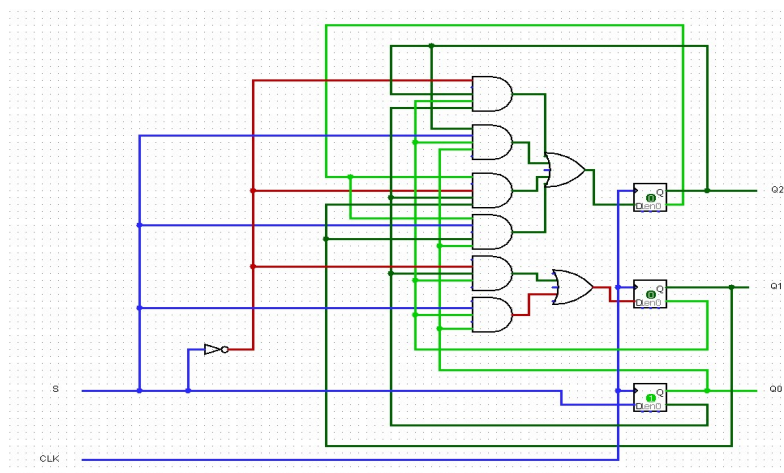
Q <sub>1</sub> Q <sub>0</sub> \ SQ <sub>2</sub>	00	01	11	10
00	1			
01	1			
11		1		
10		1		

$$D_1 = \bar{S}\bar{Q}_1Q_0 + \bar{S}\bar{Q}_1\bar{Q}_0 \text{ (0.5 point)}$$

Q <sub>1</sub> Q <sub>0</sub> \ SQ <sub>2</sub>	00	01	11	10
00				1
01	1			
11		1		
10			1	

$$D_2 = \bar{S}Q_2\bar{Q}_1\bar{Q}_0 + \bar{S}Q_2\bar{Q}_1Q_0 + \bar{S}\bar{Q}_2Q_1\bar{Q}_0 + \bar{S}\bar{Q}_2Q_1Q_0 \text{ (0.5 point)}$$

6. Design a schematic for the counter using D flip-flops triggered on the falling edge of the clock and the necessary logic gates. (1.5 points)



#### Exercise 4 : (06 points)

A warehouse manager wants to implement a system to control 3 automatic doors (P1, P2, P3) based on the state of 4 sensors (C1, C2, C3, C4) located at strategic points in the warehouse.

- Each sensor  $C_i$  has two possible states (0: The sensor does not detect an object. 1: The sensor detects an object).
- Each door  $P_i$  has two possible states (0: The door remains closed. 1: The door opens).

The operating conditions for the doors are defined as follows:

- Door P1 opens only if at least three sensors detect an object (i.e., their states are 1).
- Door P2 opens only if sensors C1 and C4 detect an object (state 1), while sensors C2 and C3 do not detect anything (state 0).
- Door P3 remains closed unless:
  - All sensors detect an object (all states 1), OR
  - C1 and C3 detect an object (state 1) while C2 and C4 do not detect anything (state 0).

- Identify the input variables and the output variables, and complete the truth table for the system. (1.25 points)
- Write the logical functions corresponding to each door (P1, P2, P3) in **Sum-of-Products (SoP) form**.

Inputs				Outputs		
C4	C3	C2	C1	P3	P2	P1
0	0	0	0	0	0	0
0	0	0	1	0	0	0
0	0	1	0	0	0	0
0	0	1	1	0	0	0
0	1	0	0	0	0	0
0	1	0	1	1	0	0
0	1	1	0	0	0	0
0	1	1	1	0	0	1
1	0	0	0	0	0	0
1	0	0	1	0	1	0
1	0	1	0	0	0	0
1	0	1	1	0	0	1
1	1	0	0	0	0	0
1	1	0	1	0	0	1
1	1	1	0	0	0	1
1	1	1	1	1	0	1

$$P_1 = \Sigma(7, 11, 13, 14, 15) \text{ (0.25 point)}$$

$$= \bar{C}_4 C_3 C_2 C_1 + C_4 \bar{C}_3 C_2 C_1 + C_4 C_3 \bar{C}_2 C_1 + C_4 C_3 C_2 \bar{C}_1 + C_4 C_3 C_2 C_1$$

$$P_2 = \Sigma(9) \text{ (0.25 point)}$$

$$= C_4 \bar{C}_3 \bar{C}_2 C_1$$

$$P_3 = \Sigma(5, 15) \text{ (0.25 point)}$$

$$= \bar{C}_4 C_3 \bar{C}_2 C_1 + C_4 C_3 C_2 C_1$$

- Simplify the obtained functions using Karnaugh maps.

$\begin{matrix} C_2 C_1 \\ C_4 C_3 \end{matrix}$	00	01	11	10
00				
01			1	
11		1	1	1
10			1	

$P1 = C_4 C_3 C_1 + C_4 C_3 C_2 + C_3 C_2 C_1 + C_4 C_2 C_1$  (0.5 point)

$\begin{matrix} C_2 C_1 \\ C_4 C_3 \end{matrix}$	00	01	11	10
00				
01				
11				
10		1		

$P2 = C_4 \bar{C}_3 \bar{C}_2 C_1$  (0.25 point)

$\begin{matrix} C_2 C_1 \\ C_4 C_3 \end{matrix}$	00	01	11	10
00				
01		1		
11			1	
10				

$P3 = \bar{C}_4 C_3 \bar{C}_2 C_1 + C_4 C_3 C_2 C_1$  (0.5 point)

**Surname :** ██████████**First Name :** ██████████

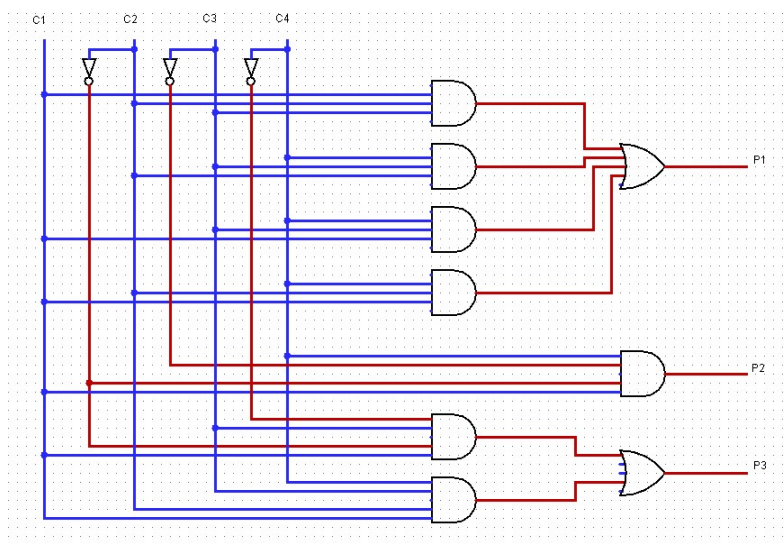
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4. Draw the logic circuit diagram representing the system using logical gates. (1.5 points)



5. Design the functionality of the circuit for each door P1, P2, P3 using a multiplexer. Specify the size of the multiplexer required for each output and explain how the inputs of the multiplexer should be configured based on the truth table. (1.25 points)

